

Muun

for Into the Odd

“Muun cast wicked shadows on the town, stabbing and warping like diseased frost” - *anon.*

1. Set up one chessboard with the Singularity in the middle.
2. The White Edge is Cowl, doomed town in flux. Party starts at AI/HI.
3. The Red Edge is Muun, the parasite.
4. Each turn:
 - a. GM swaps a red townspiece with its opposite square.
 - b. Party does same for white.
 - c. Party may move to an adjacent townspiece.
 - d. Run an encounter.
 - e. GM and Party each move any townspiece one square towards the Singularity.
5. Leaving:
 - a. White Edge: back to Bastion
 - b. Red Edge: Parasite Realm
 - c. Singularity: ???

| TOWNSPIECE | WHITE | RED | ENCOUNTERS | REWARDS |
|------------|-----------------------------------|--|------------------------|----------------------------|
| PAWN | Thatched cottages | | Timid townsfolk. | Safety. |
| | | Thornwood shacks | Violent reptiles. | Some <i>stuff to eat</i> . |
| KNIGHT | Dry fountain | | Hair-trigger militia. | Patience. |
| | | Insect warrior monument | Battle engine. | <i>A Starter Package.</i> |
| BISHOP | Churches of <i>Noon and Spite</i> | | Two-faced vicars. | Humility. |
| | | Temples of <i>Stick</i> and <i>Octopus</i> | Clockwork priest. | One-use <i>Arcana</i> . |
| ROOK | Town walls | | Weary defenders. | Resilience. |
| | | Spiked barricades | Disguised traps. | One-use <i>Arcana</i> . |
| QUEEN | Civic hall | | Officious bureaucrats. | Prosperity. |
| | | Green dome | Zebra mage. | Minor <i>Arcana</i> . |
| KING | Library | | Psychotic librarian. | Knowledge. |
| | | Vault | Corpulent ooze thing. | Major <i>Arcana</i> . |

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